

**DLM**

# Comparison Kitchen

Educational  
Software

**USER'S GUIDE**  
Apple II+/IIe/IIc

# Comparison Kitchen™

Designed by Neosoft™

## INTRODUCTION

*Comparison Kitchen* makes learning how to compare sizes, shapes and colors an exciting adventure! Six different activities strengthen visual perception of sizes and amounts, and visual discrimination of objects by color, shape and size. Music and colorful graphics add to the fun and enhance the child's interest in the one- and two-player games. Children will enjoy these exciting, motivational games time after time.

A separate cue card is included in this package to acquaint children with the concepts of large and small, greater than/less than, and same or different. Each of the activities is explained in this manual in a detailed, easy-to-read manner. In addition, suggestions are made for ways to enhance and reinforce the skills utilized in each activity.

### **Notes to Adults**

As a parent or teacher, you know the importance of positive learning experiences. Your purchase of this educational software demonstrates your commitment to and involvement with children's educational development. Take a few minutes to become familiar with the activities and features of these games. Play the games with the children to enhance their experiences with the computer and to demonstrate your interest in their learning.

## GETTING STARTED

You will need an Apple\* II+, IIe, or IIc microcomputer with 48K memory, a disk drive, and a monitor or TV. Because of the vivid colors used in this program, a color monitor or TV is recommended.

Make sure children know the proper care and handling of diskettes: hold the diskette only by the label, insert it carefully in the disk drive, keep it away from heat or magnets, and replace it in its protective sleeve when not in use.

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### Loading Comparison Kitchen

1. Hold the diskette by the label. Place the diskette in the disk drive, label up, and close the door on the drive. Turn on the computer and monitor or TV. If your system has autostart, the program will automatically load and run. If it does not, type **PR#6** and press **RETURN**.
2. The Chef and Baker welcome children to *Comparison Kitchen*. The Chef appears in all the games to provide visual feedback to the pre-reading child. Her expressions and gestures cue children to respond, encourage good choices, and cheer accomplishments.
3. Once you have explained the role of the Chef in the games, show the children how to press any key to begin the program.
4. You will see the Baker present the Chef a pie and hear a song before the **GAME CHOICE** screen appears.
5. Use the colored squares on the **GAME CHOICE** screen to adjust the color on your TV or monitor. Adjust the tint so the colored square beside *Cookie Hunt* is green; the square by *Bake Shop* is red; *Which Is Less?* is blue; *Same or Different* is striped; *Bake Off 1* is purple marked with a 1; and *Bake Off 2* is purple marked with a 2.

Press any key to move the hat to the game you want, then press **RETURN**.

Instructions: ON

Sound: ON

COOKIE  
HUNT



BAKE  
SHOP

WHICH  
IS LESS

SAME OR  
DIFFERENT

BAKE  
OFF

BAKE  
OFF

1

2

### Using the **GAME CHOICE** screen

1. The screen shows the games in *Comparison Kitchen* and provides options for sound and game instructions. You control whether instruction screens precede the games and whether sounds are used during game play. Press **CONTROL I** to turn the instruction option on and off. **CONTROL S** turns the sound option on and off. The status of both options is shown above the game titles.
2. Use the game titles and colored squares in the corner of the rectangles to choose the game you and the child want to play. A colored bar corresponding to the colored square on this screen will appear on each screen of the activity you choose to play. This helps children choose and remember specific activities.
3. Point out the colored square in each rectangle as you read the titles of the games to the child. Show him or her how to press a key to move the Chef's hat from rectangle to rectangle. Then move the Chef's hat to the game you desire and press **RETURN**.
4. The disk drive will whirl and the game will load.
5. To return to the **GAME CHOICE** screen from any activity, press the **ESC** key.



## COOKIE HUNT

*Cookie Hunt* encourages children to use visual perception and classification skills to find and match cookies. The child looks at a group of cookies and decides which one matches the sample cookie presented by the Chef. The game becomes more challenging as it progresses from differences based on size and shape to differences based on very specific attributes.

To select *Cookie Hunt*, move the Chef's hat to the green square and press **RETURN**. First, read the game instructions to the child, then press any key to begin.

The Chef presents a row of cookies. The child looks at the cookies and tries to match one on the right to the sample cookie on the left. Press the **spacebar** to move the red box to the matching cookie, then press **RETURN**.

If the answer is correct, the Chef signals "Yes" and the game continues. If the choice is incorrect, the Chef cues the child to try again. After two incorrect choices, the Chef shows the matching cookie.

After five rows of cookies, the scoreboard screen shows a final score. Three cookies are awarded for each correct answer on a first try, and one cookie for each correct answer on a second try. The cookies left on the Baker's tray represent incorrect matches.

Play the game again and notice how the game becomes more challenging after each correct guess. As the game progresses, the number of cookie choices increases from three to four, and more subtle differences distinguishing the cookies appear. Each new game helps sharpen readiness skills.

To help the child gain the most from this activity

- ask the child to verbalize the characteristics of the sample cookie such as size, shape, color and decorations before looking at the cookie choices;
- encourage the child to explain why certain cookies look different or alike;
- display, and then remove a favorite cookie or toy and ask the child to describe it, characteristic-by-characteristic.

## BAKE SHOP

*Bake Shop* extends shape and color recognition skills as children help the Baker make a cookie to match the sample cookie pictured on a "recipe" card.

To select *Bake Shop*, move the Chef's hat to the red square and press **RETURN**. First read the game instructions to the child, then press any key to begin.

The Chef and Baker appear on the game screen. The Baker rolls out the cookie dough as the Chef shows the recipe card located in the upper left corner of the screen. The child helps the Baker recreate the cookie on the recipe card by choosing the matching cookie cutter located in a row on the right. Use the **spacebar** to move the red box to a selection, then press **RETURN**.

If the choice is correct, the Baker uses the cookie cutter to cut the dough. If the choice is incorrect, the Chef prompts the player to try again. After two wrong choices, the Chef displays the correct cookie cutter.

Next, the child decorates the new cookie to match the one on the recipe card. Choose the color or decoration from one of the bowls located at the right. Use the **spacebar** to move the red box to the bowl containing the matching icing and press **RETURN**.

If the guess is correct, the Baker paints the new cookie the matching color. If the guess is incorrect, the Chef signals "No" and cues the Baker to paint the cookie with the correct color.

When the child correctly guesses both the matching cookie cutter and icing, the Chef cheers and displays the new cookie next to the recipe card to reinforce the match.

After five cookies are made, the scoreboard screen appears. The child earns two cookies for selecting the correct cookie cutter on the first try and one cookie on the second try. An additional cookie is awarded for selecting the right icing.

To help the child gain the most from this activity

- ask the child to name the shape of each cookie cutter pictured on the game screen;
- ask the child to point out which cookie cutters are similar in shape;
- cut sandpaper shapes for a circle, star, crescent and heart. Have the child trace each shape, first with a finger, then with a pencil and paper;
- choose shaped cookie cutters and cut "cookies" from clay. Decorate the "cookies" with watercolors or tempera paints.

## WHICH IS LESS?

*Which Is Less?* tempts children to use visual discrimination and problem-solving skills to compare the amounts of different cakes. This activity helps reinforce the concepts of “greater than/less than.”

To select *Which Is Less?*, move the Chef’s hat to the blue square and press **RETURN**. First read the game instructions to the child, then press any key to begin.

Have the child watch the Baker cut slices from the cakes. The Chef cues the child to find which cake has the least amount left. To answer, use the **spacebar** to move the blue square to the cake with the least amount and press **RETURN**. If the answer is correct on the first try, the Chef nods “OK” and the Baker cuts the cakes again. If a wrong choice is made, the Chef nods “No” and the child is prompted to try again. The correct answer is displayed after two wrong choices.

The Chef shows the scoreboard after the Baker cuts the cakes five times. Three cookies are awarded for each correct choice on the first try, and one cookie on the second try.

To help the child gain the most from this activity

- encourage the child to verbalize which cake contains the most amount;
- help the child compare the relative size of the cake slices to determine which has the least amount;
- cut one inch paper strips into varying lengths and ask the child to compare sizes;
- help the child conceptualize “greater than/less than” by filling glasses with varying amounts of water or by cutting a candy bar into various size slices.

## SAME OR DIFFERENT

*Same Or Different* is a timed activity to enhance visual perception and discrimination skills. A time limit is set for each game to encourage the child to work quickly to determine if two baked goods are the same or different.

To select *Same Or Different*, move the Chef’s hat to the striped square, then press **RETURN**. First read the game instructions to the child, then press any key to begin.

The game screen appears, showing an hour glass timer in the upper left corner and the “high score” and “your score” registers at the bottom. The Baker is ready to remove two trays of baked goods from the oven. The Chef cues the child to press any key to start the timer and begin the game.

The Baker presents two baked goods for the child to compare and decide if they are the same or different. To answer, press the **S** key if the items are the same or the **D** key if they are different.

If the guess is correct, a beep sounds, one point is added to “your score” and the Baker removes two more trays of baked goods from the oven.

If a wrong guess is made, a razz sound prompts the child to try again. The Baker awaits the right answer before showing more trays.

As the game progresses, the player is continually challenged. The differences distinguishing each pair of baked goods become more subtle.

The game ends when the timer runs out. The number of points earned in the most recent game is presented next to “your score” and the highest score earned in any one game is presented next to “high score.” Each time the child scores more points than in previous games and sets a new high score, the Chef cheers and a victory song plays. Before each game, encourage the child to answer more quickly and carefully to better each new score.

To help the child gain the most from this activity

- walk the child through the first game sessions. Ask the child to describe the reasoning behind each decision;
- compare scores from previous games to chart the child’s progress;
- help improve keyboarding skills by making sure the child knows how to locate and press the appropriate game keys;
- cut out construction paper “cookie” pairs and decorations, then work with the child to build cookie pairs that are the same or different.



## BAKE OFF 1 and 2

*Bake Off 1* and *Bake Off 2* are guessing games of skill and chance that reinforce problem-solving skills associated with the comparison of size. The child uses visual clues and deductive reasoning to find the size of a hidden cake.

In *Bake Off 1* (one-player game), the player earns points based on the number of guesses used before selecting a correct answer. *Bake Off 2* (two-player game) encourages the child to take turns with a partner during the game.

### *Bake Off 1*

To select *Bake Off 1*, move the Chef's hat to the purple square marked with a "1" and press **RETURN**. First read the instructions to the child, then press any key to begin the game.

As the game begins, the player sees nine different sizes of cakes, beginning with one slice and progressing to a whole cake. The Baker holds a cover over the mystery cake as the child tries to guess its size. The number of points awarded for the right answer is displayed in the lower right corner of the screen.

Press the **spacebar** or **arrow keys** to move the blue square to a choice and press **RETURN**. If the choice matches the hidden cake, the Chef signals "OK," and the Baker lifts the cover to show the hidden cake. The child earns the number of points shown on the screen.

If an incorrect choice is made, the Chef gives a clue by holding up her hands to indicate whether the hidden cake is smaller or larger than the choice. Blue X's cover the cakes that have been eliminated and should not be selected. The child can answer again and continues to receive clues until the right cake is selected.

After two hidden cakes have been selected, the Chef shows the score. One cookie is awarded for each point earned.

### *Bake Off 2*

In *Bake Off 2*, players compete to see who can be the first to guess the size of the hidden cake and win the game. Players take turns making guesses in the order presented on the screen.

To select *Bake Off 2*, move the Chef's hat to the purple square marked with a "2" and press **RETURN**.

The Chef and Baker greet players by presenting nine different sizes of cakes ranging from one slice to a whole cake. The Baker holds a cover over the mystery cake.

Players watch the right side of the screen to see whose turn it is to play. The screen prompt reads "Player 1, guess the size of the hidden cake." Player 1 presses the **spacebar** or **arrow keys** to move the blue box to a choice, then presses **RETURN**. If the selection matches the hidden cake, the Chef signals "OK," and a new game begins. If the guess is incorrect, the Chef prompts, "Player 2, guess the size of the hidden cake."

Players watch the screen for clues after each incorrect guess. The Chef holds up her hands to indicate whether the hidden cake is smaller or larger than the last registered guess. Blue X's cover the cakes that have been eliminated and should not be chosen. The game continues until one player matches the hidden cake.

After five hidden cakes have been selected, players see the scoreboard screen to determine the winner. Players earn one cookie for each game won. The Chef rewards the winner with a cheer and a victory song.

To help children gain the most from this activity

- show them how to watch for and use the "smaller than/larger than" clues given by the Chef;
- reinforce size recognition skills by asking each child to help you sort and match socks, shoes, or mittens;
- place a circle cut from paper under a cup. Ask children to match the size of the hidden circle with one of several sizes on the table. Give clues until the right answer is made;
- play a variation of "I Spy" in which players select a secret item based on color, shape or size.



## LIMITED WARRANTY

Developmental Learning Materials warrants this software product against defects in materials or construction for a period of six months. If, during that time, you cannot properly load or run the program, you may return it to DLM for a free replacement. Write DLM Customer Service, One DLM Park, Allen, Texas 75002.

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### **DLM Software: A name you can trust.**

A respected publisher of educational materials for more than 15 years, DLM now lends its expertise to the field of microcomputer learning. The company's editors believe strongly that colorful graphics and fast, game-like action are the best ways to help children enjoy using microcomputers while learning important basic skills. This software program is part of a series created for DLM by Neosoft, Inc.

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